IN THE CLAIMS

Please cancel claim 3 without prejudice or disclaimer and amend the claims as follows:

1.   (Currently Amended) A system providing a gaming network environment, the system comprising:

A plurality of gaming machines ~~at least one gaming machine~~ communicably coupled to a gaming network, wherein in response to a wager at a gaming machine of the plurality of gaming machines the gaming machine depicts indicia representative of a randomly selected outcome of a wagering game; and

at least one service provider communicably coupled to the gaming network, said service provider operable to provide a service to one or more of the plurality of gaming machines ~~publish the availability of a service, receive registrations from gaming machines for the service, and perform the service~~;

a discovery agent communicably coupled to the gaming network, the discovery agent operable to:

receive service information from the service provider,

determine if the service provider is authentic and authorized for the gaming network, and

publish the service information to a service repository to make the service available on the gaming network;

wherein the gaming machine issues a request for the location of the service to the discovery agent and use the service information received from the discovery agent to issue a registration request to register the gaming machine with the service; and

wherein the service provider is operable to:

receive a registration request for the service from the gaming machine;

verify that the gaming machine is authorized to utilize the service,

receive a request for the service; and

~~responds~~ respond to the request for the service, said registration request, request for the service and response formed using internetworking protocols.

2.   (Original) The system of claim 1, wherein the service provider comprises a web services provider and the internetworking protocols comprise web services internetworking protocols.

3.   (Canceled)

4.   (Original) The system of claim 1, wherein the service comprises a boot service.

5.   (Original) The system of claim 1, wherein the service comprises a gaming management service.

6.   (Previously Presented) The system of claim 5, wherein the gaming management service is operable to provide configuration data.

7.   (Original) The system of claim 1, wherein the service comprises an accounting service.

8.   (Original) The system of claim 1, wherein the service comprises an authentication service.

9.   (Previously Presented) The system of claim 1, wherein the service comprises an authorization service, the authorization service operable to determine authorization to use services on the gaming network.

10.   (Canceled)

11.   (Original) The system of claim 1, wherein the service comprises an event management service.

12.   (Original) The system of claim 1, wherein the service comprises a gaming software update service.

AMENDMENT AND RESPONSE UNDER 37 CFR § 1.111
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13.   (Original) The system of claim 1, wherein the service comprises a message director service.

14.   (Original) The system of claim 1, wherein the service comprises a content integrity service.

15.   (Original) The system of claim 1, wherein the service comprises a progressive gaming service.

16.   (Original) The system of claim 1, wherein the service comprises a mobile gaming device location service.

17.   (Previously Presented) The system of claim 16, wherein the mobile gaming device location service is a GPS based service.

18.   (Original) The system of claim 1, wherein the service comprises a player tracking service.

19.   (Original) The system of claim 1, wherein the service comprises a game theme location service.

20.   (Original) The system of claim 1, wherein the service comprises a personalization service.

21.   (Original) The system of claim 1, wherein the service comprises a cashless transaction service.

22.   (Original) The system of claim 1, wherein the service comprises a bonusing service.

23.   (Original) The system of claim 1, wherein the service comprises a game outcome service.

24.   (Original) The system of claim 1, wherein the service comprises an advertising service.

25.   (Original) The system of claim 1, wherein the service comprises a property management service.

26.   (Previously Presented) The system of claim 1, wherein the internetworking protocols include a services description language protocol layer.

27.   (Original) The system of claim 26, wherein the services description language protocol layer is a version of the WSDL web services description language protocol.

28.   (Previously Presented) The system of claim 1, wherein the internetworking protocols include a service discovery protocol layer.

29.   (Original) The system of claim 28, wherein the service discovery protocol layer comprises the UDDI (Universal Description Discovery and Integration) protocol layer.

30.   (Currently Amended) A method for providing a service in a gaming network, the method comprising:

sending service information for the service from the ~~a~~ service provider for the service to a discovery agent on the gaming network, wherein service provider provides the service for a plurality of gaming machines communicably coupled to the gaming network, wherein in response to a wager at a gaming machine of the plurality of gaming machines the gaming machine depicts indicia representative of a randomly selected outcome of a wagering game;

determining by the discovery agent if the service provider is authentic and authorized;

in response to determining that service provider is authentic and authorized, publishing the service information to a service repository to make the service available ~~an availability of the service~~ on the gaming network ~~with a discovery agent communicably coupled to the gaming network~~;

receiving by the discovery agent a request for ~~a service description~~ the service information for the service from [[a]] the gaming machine communicably coupled to the gaming network;

returning the service information for the service to the gaming machine;

sending a request using the service information to the service to register ~~registering by~~ the gaming machine with the service;

determining if the gaming machine is authorized to utilize the service; and

in response to determining that the gaming machine is authorized to utilize the service, processing one or more service requests between the gaming machine and the service.

31.   (Original) The method of claim 30, wherein the service is a web service.

32.   (Original) The method of claim 31, further comprising defining the web service using a service description language.

33.   (Original) The method of claim 32, wherein the service description language comprises a Web Services Description Language (WSDL).

34.   (Currently Amended) The method of claim 30, wherein publishing the service information includes registering the service with a registry.

35.   (Original) The method of claim 34, wherein the registry comprises a UDDI (Universal Description Discovery and Integration) registry.

36.   (Currently Amended) The method of claim 30, wherein the service ~~description~~ is located using a Uniform Resource Locator (URL).

37.   (Currently Amended) A computer-readable medium having computer-executable instructions for providing a service in a gaming network, a method comprising:

sending service information for the service from the ~~a~~ service provider for the service to a discovery agent on the gaming network, wherein service provider provides the service for a plurality of gaming machines communicably coupled to the gaming network, wherein in response to a wager at a gaming machine of the plurality of gaming machines the gaming machine depicts indicia representative of a randomly selected outcome of a wagering game;

determining by the discovery agent if the service provider is authentic and authorized;

in response to determining that service provider is authentic and authorized, publishing the service information to a service repository to make the service available ~~an availability of the service~~ on the gaming network ~~with a discovery agent communicably coupled to the gaming network~~;

receiving by the discovery agent a request for ~~a service description~~ the service information for the service from [[a]] the gaming machine communicably coupled to the gaming network;

returning the service information for the service to the gaming machine;

sending a request using the service information to the service to register ~~registering by~~ the gaming machine with the service;

determining if the gaming machine is authorized to utilize the service; and

in response to determining that the gaming machine is authorized to utilize the service, processing one or more service requests between the gaming machine and the service.

38.   (Original) The computer-readable medium of claim 37, wherein the service is a web service.

39.   (Original) The computer-readable medium of claim 38, further comprising defining the web service using a service description language.

40.   (Original) The computer-readable medium of claim 39, wherein the service description language comprises a Web Services Description Language (WSDL).

41.   (Currently Amended) The computer-readable medium of claim 37, wherein publishing the service <u>information</u> includes registering the service with a registry.

42.   (Original) The computer-readable medium of claim 41, wherein the registry comprises a UDDI (Universal Description Discovery and Integration) registry.

43.   (Currently Amended) The computer-readable medium of claim 37, wherein the service ~~description~~ is located using a Uniform Resource Locator (URL).